

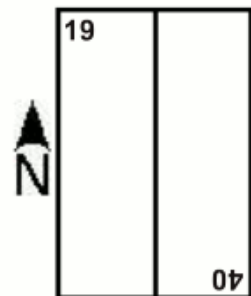
## NO MOON RIVER



**Near Askim, Norway, April 12, 1940:** Despite losses of infantry because of sunken ships, the Germans moved quickly to disrupt the mobilization of Norwegian military units. In the area of Oestfold, east of Oslo, this resulted in Norwegian artillerymen acting as ad hoc infantry to protect the bridges that cross the Glaama River. Early in the day, the Norwegians ambushed German soldiers in commandeered buses that attempted to cross the Fossum bridge. The Germans spent the rest of the day trading artillery fire and machine gun fire with the Norwegians and building up their strength for a night attack.

## MwT23

### Board Configuration:



**VICTORY CONDITIONS:** The Norwegians win at game end if there is no unbroken German MMC on the east side of the river.

**Norwegians setup first. Balance:** exchange the two MMG for two 6FP HMG.

**Elements of Artillery Regiment 1[ELR:2]:** set up in hexes east of the river.{SAN: 3}



Reinforcements enter on Turn 3 along the east edge.



**Germans moves first. Balance:** exchange the 75mm INF le IG 18 for a 150mm INF sIG 33.

**Reinforced company of Infantry Regiment 362[ELR: 3]:** set up in hexes west of the river, as well as the two bridge locations.{SAN: 2}



### SSR:

1. EC are moderate with no wind at start.
2. Night rules are in effect. The base NVR is 3. There is no cloud cover and no moon. The Norwegian player is the Scenario Defender. The German player is the Scenario Attacker.
3. The base level of all hexes west of the river is level one, except 40Q1, which is level zero. For LOS and movement purposes, treat 40Q1 as a Sunken Road Hex in relation to the adjacent level one hexes. No hill hexes exist on either

board, but other terrain in them exists normally. The elevated road on board 40 is not elevated. The river is deep with a moderate current flowing south. Place a roadblock in hex 40Q1 to block the 40Q1-Q2 hexside. There is a stone bridge in hexes 40Q2 and 40Q3. Place overlays: **Wd3** on 40W4-W5, **Wd2** on 40T5-U5, **Wd4** on 40R5-S6, **Wd5** on 40P5-O6, and **Wd12** on 40N4-N5.

4. All Norwegian MMC may set up entrenched in permissible terrain. The Norwegian player cannot use Starshells on German Turn one.

**AFTERMATH:** In the dark of night, a white signal light blinded the Norwegians. German soldiers crossed the bridge, covered by machine gun fire, and established a small bridgehead before the Norwegians reacted. An intensive close-range firefight followed. Captain Solie led a counter attack against the bridgehead, but the attack faltered when he was killed. The next day, the Norwegians started a fighting retreat that would end several days later with their internment in Sweden.

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